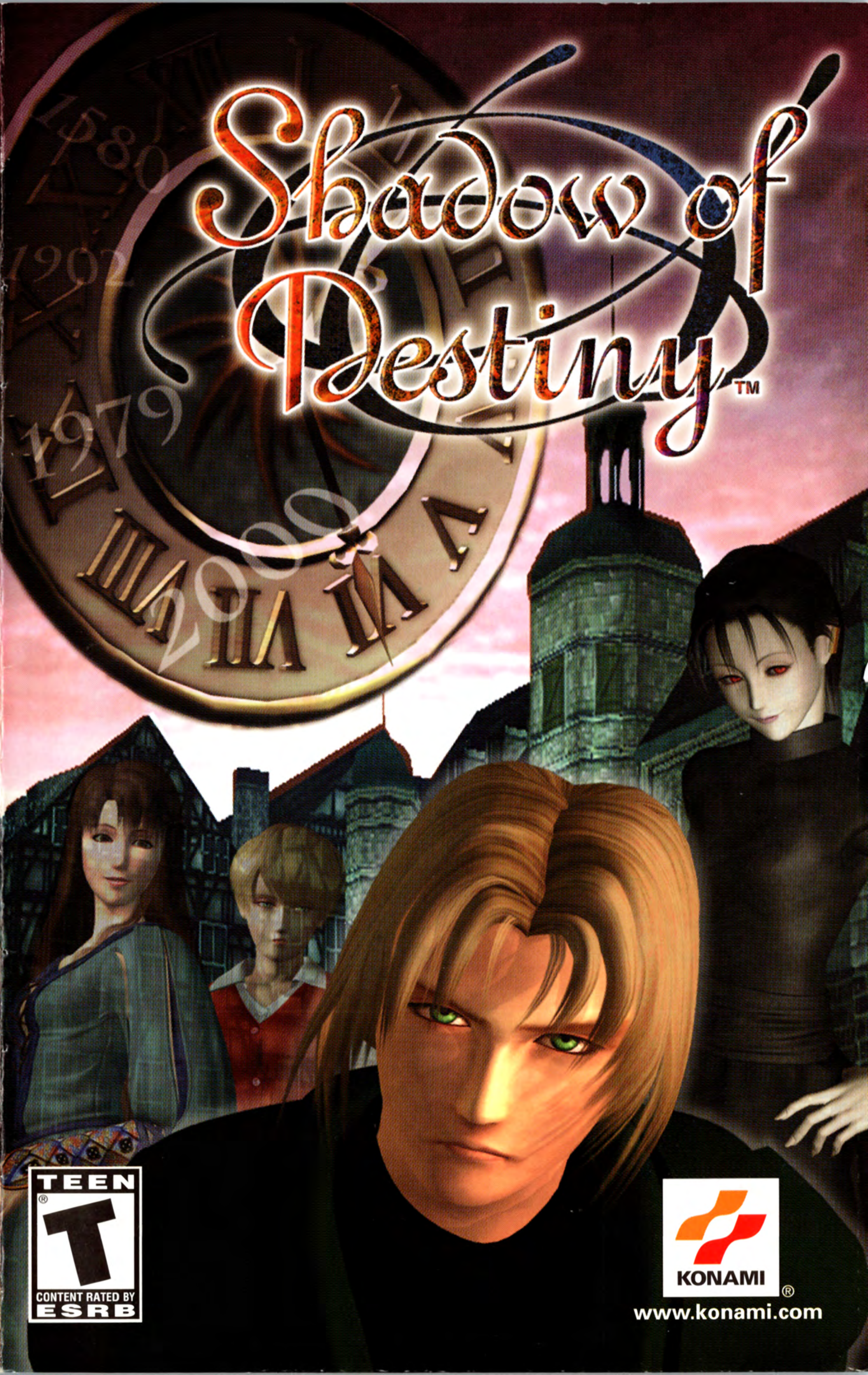


Shadow of Destiny™



www.konami.com

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Thank you for purchasing Konami's Shadow of Destiny™. Please read the instruction manual before starting gameplay, then go ahead and enjoy the game! This manual will not be reissued, so please take care not to lose it. For your information, Shadow of Destiny™ is an original product of Konami and Konami Computer Entertainment. The software copyrights and trademarks of this game are held jointly by both companies.

Disclaimer:

Konami has taken all steps to ensure this product reaches its customers in safe and proper working order. At the time of purchase, under normal play conditions, the customer acknowledges that with the there will be some minor differences.

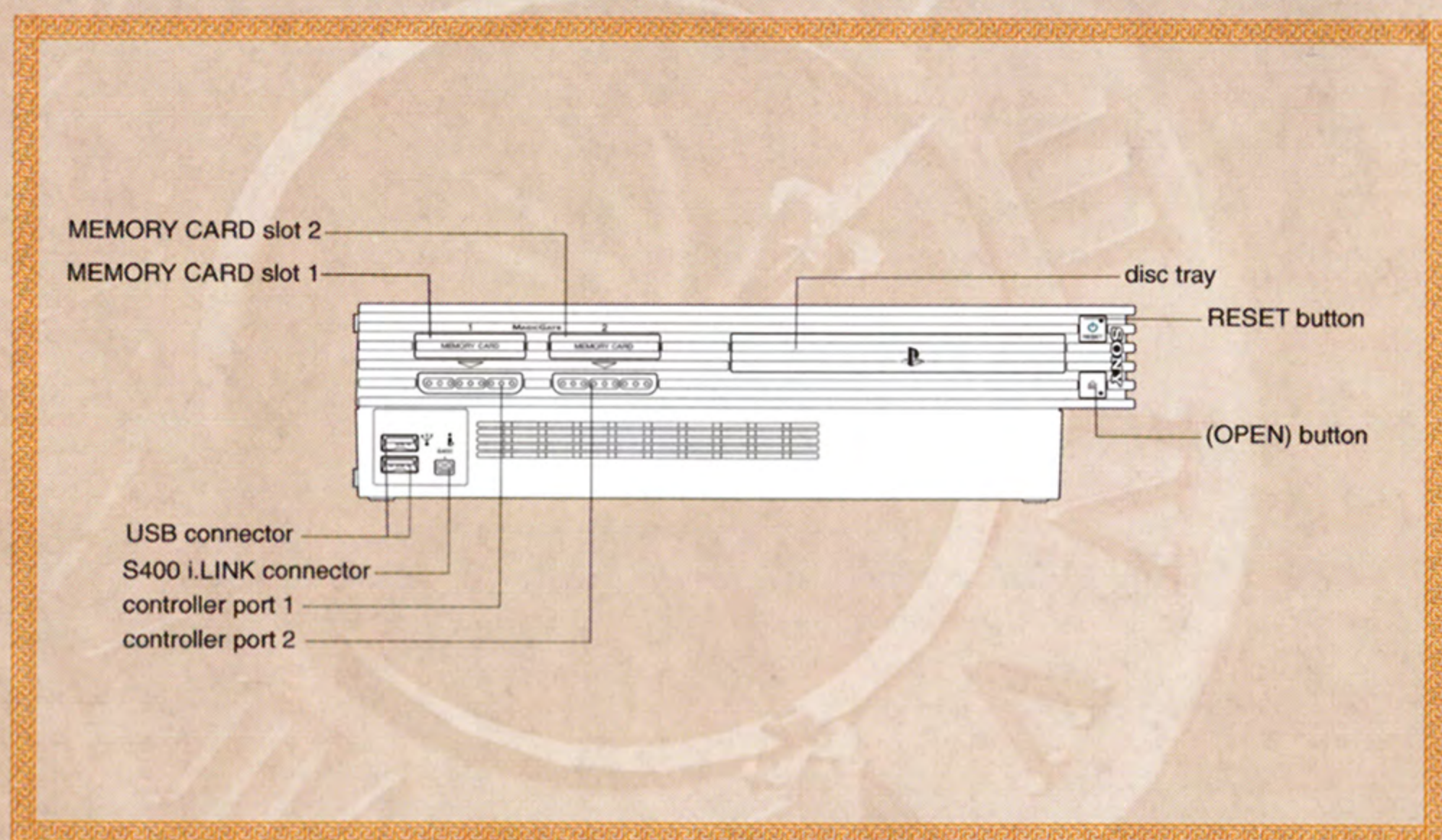
WARNING

Shadow of Destiny™ is an original game product created by Konami CO., LTD. and KONAMI COMPUTER ENTERTAINMENT TOKYO CO., LTD., which reserves all the copyrights, trademarks and other intellectual property rights with respect to this game. The exclusive distribution rights to the game are retained by KONAMI CO., LTD.

CONTENTS

GETTING STARTED	II
BASIC CONTROLS	III
PROLOGUE	IV
THE OBJECTIVE	IV
OVERALL MAP	V
GAME OVER/DEATH	V
THE GAME SCREEN	VI
DIGIPAD AND ENERGY	VII
THE PASSAGE OF TIME AND CCS	VIII
THE CHARACTERS	IX
ITEMS	XI
TIPS	XII
GAME DESCRIPTION (INITIAL STAGE)	XII
CREDITS	XIII
NOTES	XVI

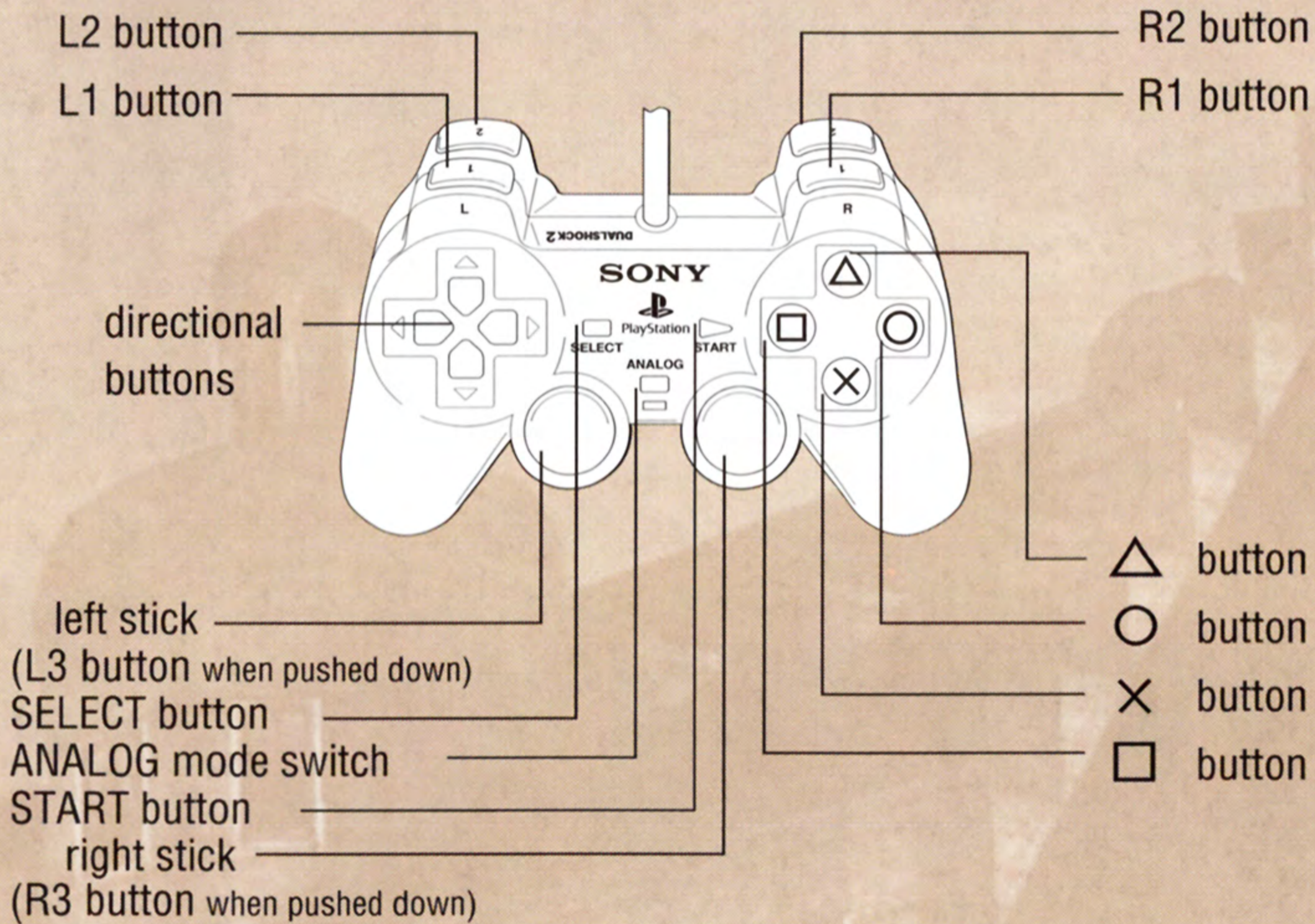
GETTING STARTED



Set up your PlayStation[®]2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the SHADOW OF DESTINY[™] disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

BASIC CONTROLS

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Directional button

○ button

× button

△ button

□ button

START button

L1 button

R1 button

R2 button

Left Analog Stick

Analog Mode Switch

Movement

Cancel/Skip a previously seen event

Talk/Inspect/Enter a selection

Display map of city

Display items

PAUSE and display Menu

(During an event, PAUSE with no Menu)

Change view left

Change view right

Change view (indoors: first person view

outdoors: view from behind)

Move (when Analog mode is activated)

Toggles the Analog Mode ON or OFF.

Analog mode is active when LED is lit.

Use the Option screen to switch the analog controller's vibration feature ON or OFF.



PROLOGUE

One day, Eike Kusch loses his life at the hands of an unknown assailant.

Eike recovers consciousness in a strange "Darkness". Here, guided by the mysterious Homunculus, he obtains a time-travel device - the DIGIPAD - that will allow him to change the course of his tragic destiny.

Activating the device, Eike finds himself in a familiar coffee shop - 30 minutes prior to his untimely death. With only half an hour remaining before the ill-fated event, Eike has to find a way to prevent his death. Traveling between past and present, Eike must - through trial and error - change his fate.

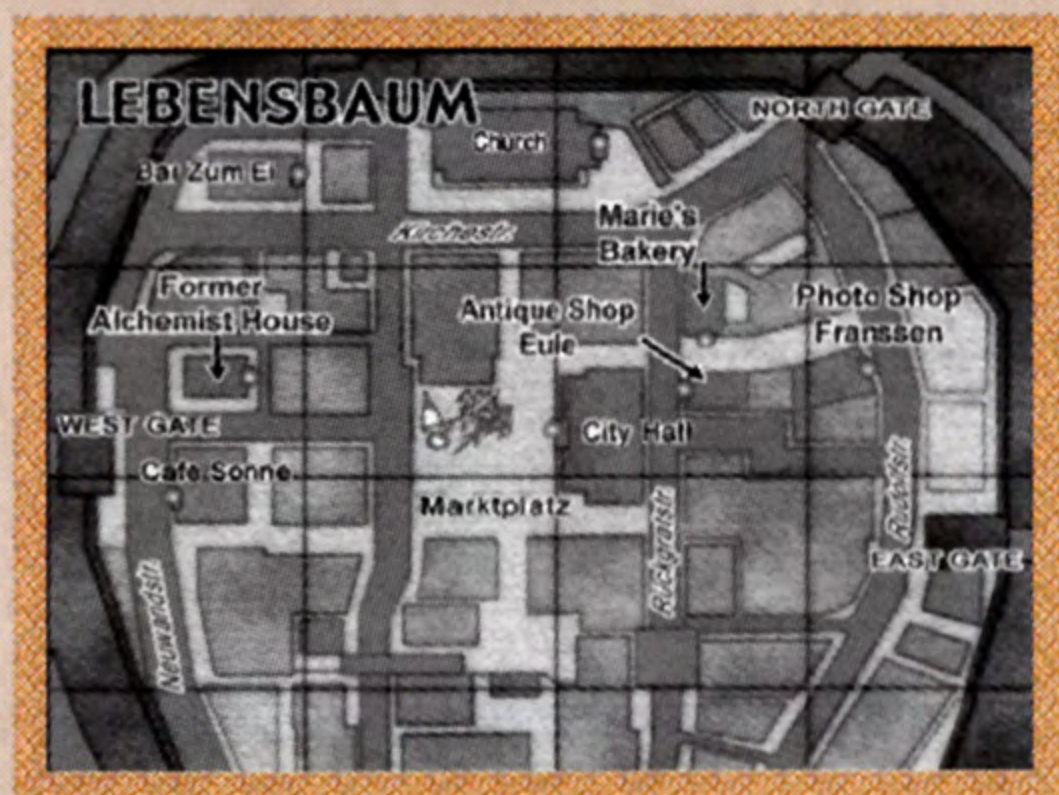


Will Eike be able to alter the course of time and change his destiny?

THE OBJECTIVE

At the outset of the game, Eike - the main character - will meet an untimely death. The object of the game is to overcome his destiny of being murdered by changing the course of history. The game consists of ten chapters, and in each chapter, Eike finds himself in mortal danger. The game ends when Eike avoids each of the dangers presented, and manages to live past the fateful event.

OVERALL MAP



The blue mark represents the player's current position and the direction the player is facing. Use the Directional buttons to move the cursor and select the names of the areas that you wish to inspect. If you have a previous map, you can switch between maps with the R1 and L1 buttons.

GAME OVER/DEATH

If Eike is unable to solve a problem before his time expires, his unknown assailant will kill him in accordance with his fate. Following his "death", Eike will return to the "Darkness" where Homunculus will provide him with hints for survival. From there, Eike will once again find himself resurrected in the past and the game continues.

Whenever the time limit expires while Eike is moving back in time, he will be thrown into "Time Limbo" where he will be unable to return to the past. When this occurs, the game is over.

SAVING/LOADING

The game can be saved at the end of each chapter. When the game is resumed, play will continue at the start of the next chapter.



THE GAME SCREEN

COMPASS:

Used to verify the direction that Eike is facing.

LOCATION DISPLAY:

Shows the name of streets as well as facilities that can be entered.

TIME DISPLAY:

Shows the present time for the era that Eike originated from. When two time sets are displayed, the upper is the present time and the lower is the time of the era that Eike is visiting. The speed in which time progresses is uniform in any era.

POWER GAUGE:

Indicates the amount of energy owned. This energy is what is necessary for operating the DIGIPAD time-travel device.

ELAPSED TIME DISPLAY:

After an event is completed, time elapsed during that event is displayed at the bottom right.



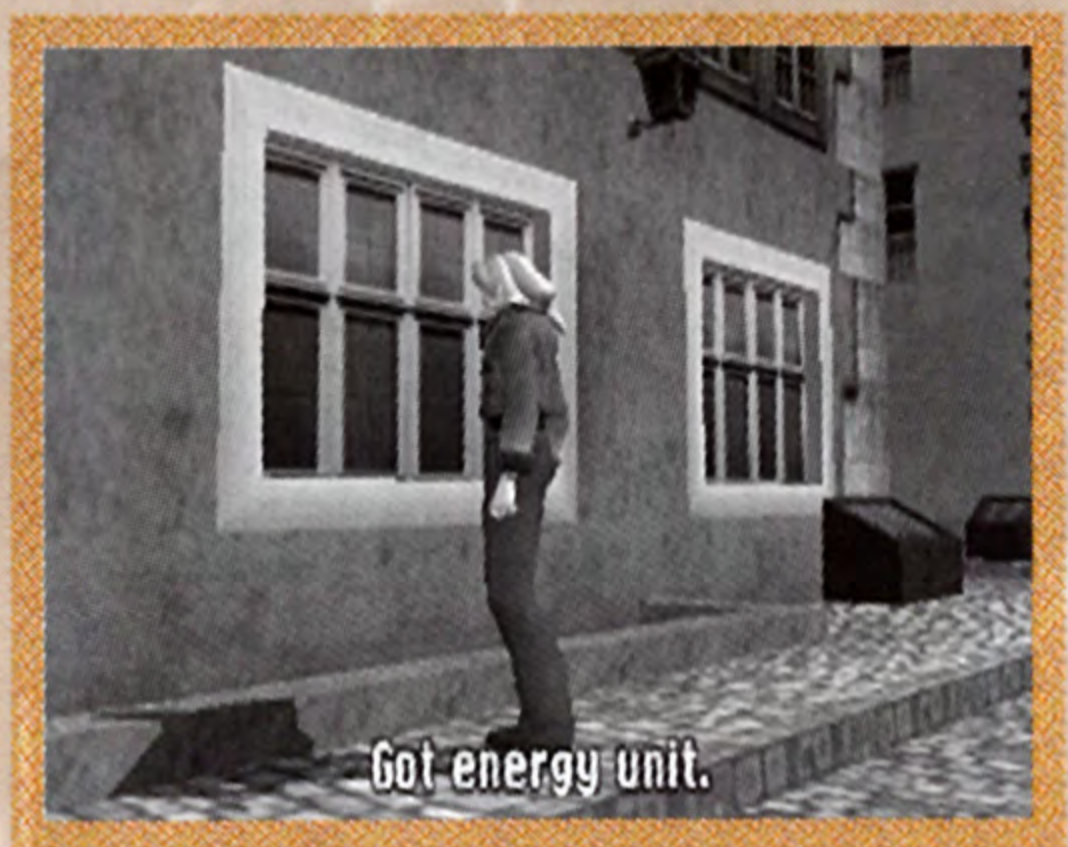
DIGIPAD AND ENERGY



DIGIPAD:

This item is a time-travel device that is obtained from Homunculus at the outset of the game. The device allows you to access the various time periods that are significant to Eike. As the story progresses, the number of areas that you

can travel to will increase. However, time travel cannot be executed at will. It can only be done when indicated by the glowing of the upper right gauge and Eike's pocket. One energy unit will be expended each time Eike travels through time.



ENERGY UNITS:

The energy material required for time travel - energy units - can be found by searching the map. When you run out of energy units, you cannot travel through time.

THE PASSAGE OF TIME AND CCS

NORMAL PASSAGE OF TIME:

Time progresses in real time when you move normally on the map screen.

EVENT TIME:

When an event occurs, the time elapsed during the event is reported on-screen at the end of the event. Elapsed time is predetermined for each event, and differs from the passage of real time.

CCS (CLIMAX CRISIS SYSTEM):

The game will enter this mode whenever there is a very limited amount of time remaining before Eike's unfortunate event occurs. There are scenes in the game where Eike will be unable to avoid his fate unless proper action is taken within the timeframe of this mode.

THE CHARACTERS



EIKE KUSCH

Player-controlled, main character of the story. During a previous visit, he fell in love with the city - the backdrop for this story - and has wandered its streets several times. Approximately 6 feet in height, he's a mild-mannered youth with just a hint of darkness to him. He seldom talks about himself.

DANA

She works part-time at the coffee shop where Eike first regains his life. She has no close family. Despite the fact that she is slightly timid in nature, she is - deep down - a very strong individual. A bit self-centered, her constant concern is that she's alone in a world where nobody really understands her.



MARGARETE WAGNER

An alchemist's daughter in the Middle Ages, she is a bright young girl who doesn't hesitate to put her thoughts into action. Plagued by household chores, she hopes to leave it all behind her someday. Through her encounters with Eike, she finds herself increasingly attracted to his world in the present.





ECKART BRUM

The curator of a private art museum, he is an acquaintance of Eike's. With respect to his personality, he is both broad-minded and kind-hearted. His museum is home to several works by local artists, as well as photographs and books related to the city.

HOMUNCULUS

A mysterious being that assists Eike in his efforts to prevent his own death.



ITEMS



DIGIPAD

A mysterious item that Eike receives from Homunculus at the outset of the game. The device allows Eike to travel to the past at the cost of one energy unit per jump.

ENERGY UNIT

Energy units consist of the raw material necessary to operate the DIGIPAD, and can be found almost anywhere in the world.



RED STONE

A key item in the game.

LIGHTER

An item owned by Eike at the start of the game. Comes in handy during time travel

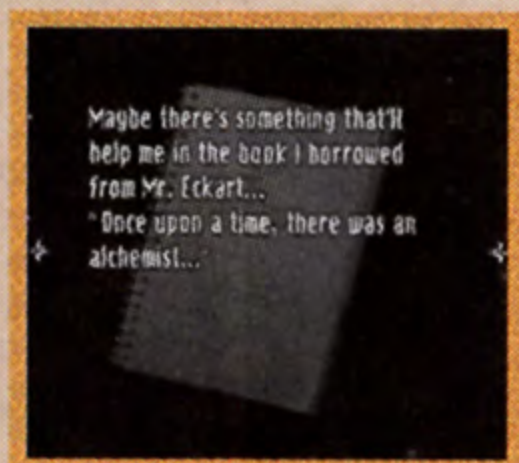


MOBILE PHONE

Eike occasionally receives calls on his mobile phone. Although he doesn't call others with his phone, he can discover another use for it during the game...

NOTEBOOK

Eike uses the notebook to jot down interesting events.



TIPS

READ EIKE'S MEMOS

Whenever Eike finds something interesting, he jots it down in his notebook. At times when you find yourself stuck during the game, you might find that it pays to review his memos.

STOCKPILE ENERGY UNITS

There are times when Eike finds himself involuntarily traveling through time. With this in mind, it's wise to pick up as many energy units as possible.

TRAVEL TO OTHER TIME PERIODS

Moving to another time period could lead to unexpected discoveries.

GAME DESCRIPTION (INITIAL STAGE)

The following is a brief description of the content and options available in the beginning of the game:

PROLOGUE COMMENCES

FIRST EVENT IS COMPLETED

Following his death, Eike wakes up in a coffee shop and meets a fortune-teller who informs him of the time of his fateful encounter. During the prologue, talking with the fortune-teller will allow Eike to travel through time.

Eike can move freely until the arrival of the fated hour, during which time he can speak to people, gather information throughout the city, travel to the past, etc..

Eike can go to the past and take an action that may affect the course of events in the present.

Eike can try returning to the present...

CREDITS

CAST

Eike Scott Keck
 Margarete Jeanne Hartmann
 Dana Julie Parker
 Hugo Jim Singer
 Eckart Bruce Robertson
 Homunculus Charles Martinet
 Wagner Bruce Robertson
 Alfred Bruce Robertson
 Sibylla Sheila Rose
 Oleg Doug Boyd
 Helena Kathryn Nymoen
 Miriam Kathryn Nymoen
 fortuneteller Kathryn Nymoen
 barman Bruce Robertson
 photographer Doug Boyd
 cafe manager Doug Boyd
 night watchman J. S. Gilbert
 young man 1 Justin Shenkarow
 young man 2 Jim Singer
 woman 1 Jean Mazzei
 woman 2 Kathryn Nymoen
 daughter Jeanne Hartmann
 rubbernecker 1 Ken Ogasawara
 rubbernecker 2 Mark Bruhn
 rubbernecker 3 Matt Campagna
 rubbernecker 4 Jesse Semler
 girl 1 Lori Carcare
 girl 2 Tricia Riel
 girl 3 Ali Johnston
 girl 4 Debbie Rogers
 Pedestrian 3 Lori Carcare
 Pedestrian 5 Debbie Rogers
 Radio ad 1 Doug Boyd
 Radio ad 2, 3 Kathryn Nymoen
 Pedestrian 7 Jean Mazzei
 Pedestrian 4 Pete Fallico
 Pedestrian 2 Doug Boyd
 Pedestrian 3 Jim Singer
 Pedestrian 9 J.S. Gilbert

Pedestrian 1 Terence McGovern
 Pedestrian 6 Terence McGovern
 Pedestrian 8 Peter Dalrymple
 Pedestrian 10 Doug Macintosh
 Cat Junko Kawano

KONAMI COMPUTER ENTERTAINMENT TOKYO STAFF

Written By Junko Kawano
 Planner Junko Kawano
 System Programmer Atsushi Mizutani
 Michio Horikiri
 Technical Programmer Michio Horikiri
 Nozomi Akimoto
 Field Programmer Nozomi Akimoto
 Motion Programmer Nozomi Akimoto
 Event programmer Atsushi Mizutani
 "CURRY THE KID"
 Shutaro
 Naoto Ohashi
 Osamu Komuta
 Shinji Kimura
 Effect Programmer Atsushi Mizutani
 Hidehisa Harada
 Shinji Kimura
 Takayuki Kobayashi
 Masaki Hanashiro
 Shuhei "Genzo" Wakabayashi(KCE School)
 Tool Programmer Atsushi Mizutani
 Hidehisa Harada
 Osamu Komuta
 Michio Horikiri
 Nozomi Akimoto
 Ryukyu King
 Hanashiro

Camera Programmer	.Keisuke Fukuda	Motion Designer	.Takayuki Ando
Caption Programmer	.Osamu Komuta		.Atsushi Sakamoto
Menu Programmer	.Takayuki Kobayashi		.Atsuya Tanaka
Character Designer	.Junko Kawano		.Harumi Murakami
	.Kazuhide Nakazawa		.Jiro Takada
	.Minako Asano		.Ray Matsumura
	.Yohei Kiyohara		.Satoshi Suzuki
Character Model Designer	.Kazuhide Nakazawa		.Yago Kaneko
	.Junko Kawano		.Yuko Ito
	.Minako Asano	Story Board	.Osamu Kamimura
	.Souichiro Kitai	Event Movie Designer	.Harumi Murakami
	.Takanori Fukamachi		.Kei Masuda
	.Takeshi Ooiwa		.Souichiro Kitai
	.Yohei Kiyohara		.Tatsuya Tanaka
Character Expression	.Satoshi Suzuki		.Takanori Fukamachi
	.Atsushi Sakamoto		.Yuko Ito
	.Hototogis Takaki	Event Movie Capture	.Yuki Fujisawa
	.Kazuhide Nakazawa	Opening Movie	.Masayuki Saruta
	.Kaori Kikuchi		.Atsuya Tanaka
	.Minako Asano	Extra Movie	.Kenichiro Imaizumi
	.Noriaki Yamamoto	Camera Data	.Koji Furuta
	.Ray Muramatsu	Character Disposition	.Masayuki Saruta
	.Takayuki Ando	2D Designer	.Mariko Tokida
	.Takeshi Ooiwa		.Junko Kawano
	.Yago Kaneko		.Masayuki Saruta
	.Yohei Kiyohara	Caption	.Noriaki Yamamoto
	.Yuki Fujisawa		.Atsushi Sakamoto
Background Designer	.Yukiko Nozaki		.Kaori Kikuchi
	.Hiroaki Sonobe		.Kazuhide Nakazawa
	.Kaori Kikuchi		.Mariko Tokida
	.Koji Furuta		.Ray Matsumura
	.Kyohei Yamaguchi		.Satoshi Suzuki
	.Masayuki Fujiki		.Takeshi Ooiwa
	.Mariko Tokida		.Takayuki Ando
	.Noriaki Yamamoto		.Yago Kaneko
	.Takeshi Ooiwa		.Yohei Kiyohara
	.Yuki Fujisawa	Sound Director	.Norikazu Miura
		Music By	.Norikazu Miura
			.Hana
			.Sayaka Yamaoka

Sound EffectsYMAT as LABOR
 Voice EditHidenori Ohnishi
 LTS ToolHidenori Ohnishi
Toshiyuki Mizoguchi
 Sound Programmer .Kiyohiko Yamane
 Logo DesignMichiko Tokoro
 PublicityTaro Miyake
Yoko Sekiguchi
 ManagementMasahiro Sato
 International
 CoordinatorScott Dolph
 Additional Translation .Scott Dolph
 Assistant Director . .Masayuki Saruta
 Motion Capture
 StudioLinks DigiWorks Inc.
Motion Capture Studio
"Sakuratei"
Kazuhisa Nishimura
 Capture Data
 ArrangementMasayuki Saruta
 Motion Capture
 ActorYasuhiko Tokuyama
Akira Murakami
Emi Kori
Yuko Takahashi
 Voice Over Recorded at Music Annex, Inc.
 Menlo Park, CA
 www.musicannex.com
 Chief EngineerLance Nottle
 Assitant Engineer . .Monika Mayer-
Kielmann
 Voice Over
 CoordinationJanice Iraci
 English Translation .Intac, Inc.

Special Thanks

German National Tourist office
 WEST WIND TOURISTIK GmbH
 Toshiyuki Yoshinaga

ProducerGozo Kitao
 Executive Producer . .Michihiro Ishizuka
 DirectorJunko Kawano

KONAMI OF AMERICA, INC.
 EVP of Sales, Operations
 & MarketingDick Wnuk
 ProducerKen Ogasawara
 Brand ManagerRick Naylor
 Product Manager . . .Wilson Cheng
 Director of Marketing
 Communications . . .Cherrie McKinnon
 Creative Services
 ManagerMonique Catley
 Consumer Services . .Jamal Carter
 Package and
 Manual DesignScott Allen

Special Thanks:

Scott Dolph, Yukako Hamaguchi,
 Leslie Chen, Carolina Valencia,
 Dennis Lee, Barbara Loo, Jason Enos &
 Everyone at KOA

©2001 KONAMI & KCE Tokyo ALL
 RIGHTS RESERVED.

The MPEG data featured in this game
 was created utilizing "TMPGEnc".

NOTES

WARRANTY

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

Available Now

LEAD EPIC BATTLES AND REWRITE HISTORY!



Animated Blood
Animated Violence

Konami, 1400 Bridge Parkway, Suite 101, Redwood City, Ca 94065

Shadow of Destiny™ and Ring of Red™ are trademarks of KONAMI CORPORATION. Konami® is a registered trademark of KONAMI CORPORATION. © 2001 Konami Corporation. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.